

Docket No. F-7294

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AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Previously Presented) A computer readable recording medium in which a game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program allows a computer to perform the steps comprising:

displaying a game image including a plurality of characters, a bat character and a strike zone on a monitor screen of a computer;

receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a pointing device, wherein in said receiving step, designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said pointing device when the game player's team is the defensive side, designation of instructions for an offensive action of a batter character is accomplished by the operation of said pointing device when the game player's team is the offensive side, a selection of bunting or hitting

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as said offensive action is accomplished by a button operation of said pointing device, and designation of instructions for both:

alteration of a height of the bat character within an area defined by an upper limit and a lower limit of the strike zone; and an orientation of the bat character;

is accomplished singly by the moving operation of said pointing device based on a moving amount and a moving direction of the pointing device in cases where bunting is selected as the offensive action of said batting character;

changing the height of the bat character and displaying a corresponding change in vertical positioning of the bat character within the strike zone displayed on the monitor screen according to the received instructions regarding the alteration of the height of the bat character; and

progressing a baseball game based on the input made by the game player.

2. (Original) The computer readable recording medium according to claim 1, wherein said pointing device has at least two buttons including a first button and a second button, and said selection of bunting or hitting is accomplished by performing different button operations on said first button and second button.

3. (Canceled)

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4. (Previously Presented) The computer readable recording medium according to claim 1, wherein the operation regarding the alteration of the height and the orientation of said bat character is received after the pitching action of the pitcher character is initiated.

5. (Previously presented) The computer readable recording medium according to claim 1, wherein the degree of success of a batting action is judged in accordance with the degree of overlap of said bat character and said ball character and the orientation of said bat character when said bunting is selected.

6. (Previously presented) The computer readable recording medium according to claim 1, further comprising the steps of setting parameters that define abilities for each batter character of said game player's team, and changing said parameters in accordance with batting results and pitching results.

7. (Previously Presented) A game server which can be accessed from a computer operated by a game player via a network, said game server including a computer readable recording medium which records a game progress control program to control a progress of a baseball game in which and a game player's team and a computer-controlled team or competitor's team alternately play offense

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and defense via a ball character used as a game medium, said game progress control program allows a computer to perform the steps comprising:

displaying a game image including a plurality of characters, a bat character and a strike zone on a monitor screen of a computer;

receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a pointing device, wherein in said receiving step, designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said pointing device when the game player's team is the defensive side, designation of instructions for an offensive action of a batter character is accomplished by the operation of said pointing device when the game player's team is the offensive side, a selection of bunting or hitting as said offensive action is accomplished by a button operation of said pointing device, and designation of instructions for both:

alteration of a height of the bat character within an area

defined by an upper limit and a lower limit of the strike zone; and

an orientation of the bat character;

is accomplished singly by the moving operation of said pointing device based on a moving amount and a moving direction of the pointing device in cases where bunting is selected as the offensive action of said batting character;

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changing the height of the bat character and displaying a corresponding change in vertical positioning of the bat character within the strike zone displayed on the monitor screen according to the received instructions regarding the alteration of the height of the bat character; and

progressing a baseball game based on the input made by the game player.

8. (Previously Presented) A game progress control method for controlling a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, the game progress control method comprising the steps of:

displaying a game image including a plurality of characters, a bat character and a strike zone on a monitor screen of a computer;

receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a pointing device, wherein in said receiving step, designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said pointing device when the game player's team is the defensive side, designation of instructions for an offensive action of a batter character is accomplished by the operation of said pointing device when the game player's team is the offensive side, a selection of bunting or hitting

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as said offensive action is accomplished by a button operation of said pointing device, and designation of instructions for both:

alteration of a height of the bat character within an area defined by an upper limit and a lower limit of the strike zone; and an orientation of the bat character;

is accomplished singly by the moving operation of said pointing device based on a moving amount and a moving direction of the pointing device in cases where bunting is selected as the offensive action of said batting character;

changing the height of the bat character and displaying a corresponding change in vertical positioning of the bat character within the strike zone displayed on the monitor screen according to the received instructions regarding the alteration of the height of the bat character; and

progressing a baseball game based on the input made by the game player.

9. (Canceled)

10. (Previously Presented) The computer readable recording medium according to claim 2, wherein:

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said receiving input of contents of instructions are based on a moving operation and a button operation made by the game player on a mouse, wherein in said receiving step, designation of instructions for said pitching action of said pitcher character is accomplished by the operation of said mouse when the game player's team is the defensive side, designation of instructions for said offensive action of said batter character is accomplished by the operation of said mouse when the game player's team is the offensive side, and said selection of bunting or hitting as said offensive action is accomplished by a button operation of said mouse

11. (Previously Presented) A computer readable recording medium in which a game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program allows a computer to perform the steps comprising:

displaying a game image including a plurality of characters, a bat character and a strike zone on a monitor screen of a computer;

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receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a mouse having at least two buttons including a first button and a second button, wherein in said receiving step,

designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said mouse when the game player's team is the defensive side,

designation of instructions for an offensive action of a batter character is accomplished by the operation of said mouse when the game player's team is the offensive side, and

a selection of bunting or hitting as said offensive action is accomplished by different button operations on said first and second buttons of said mouse;

designation of instructions for both

alteration of a height of the bat character of the bat character within an area defined by an upper limit and a lower limit of the strike zone; and

an orientation of the bat character;

is accomplished by the moving operation, including a moving amount and a moving direction, of said mouse in cases where bunting is selected as the offensive action of said batting character;

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changing the height of the bat character and displaying a corresponding change in vertical positioning of the bat character within the strike zone displayed on the monitor screen according to the received instructions regarding the alteration of the height of the bat character; and

progressing a baseball game based on the input made by the game player.

12. (Previously Presented) A computer readable recording medium in which a game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program allows a computer to perform the steps comprising:

displaying a game image including a plurality of characters, a meet cursor and a strike zone on a monitor screen of a computer;

receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a mouse having at least two buttons including a first button and a second button, wherein in said receiving step,

designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said mouse when the game player's team is the defensive side,

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designation of instructions for an offensive action of a batter character is accomplished by the operation of said mouse when the game player's team is the offensive side, and

a selection of bunting or hitting as said offensive action is accomplished by the operation of said mouse;

designation of instructions for alteration of a position of the meet cursor, including both a height and an orientation, is accomplished by a single moving operation of said mouse, including both a moving amount and a moving direction, when the game player's team is the offensive side in such manner that the direction of movement and the amount of movement of the meet cursor are determined in accordance with the direction and amount of movement corresponding to the single operation of the mouse;

changing the position of the meet cursor and displaying a corresponding change in vertical positioning of the meet cursor within the strike zone displayed on the monitor screen according to the received instruction regarding the alteration of the position of the meet cursor; and

progressing a baseball game based on the input made by the game player.

13. (Previously Presented) A computer readable recording medium in which a game progress control program is recorded to control a progress of a baseball

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game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program allows a computer to perform the steps comprising:

displaying a game image including a plurality of characters, a bat character and a strike zone on a monitor screen of a computer;

receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a pointing device having at least two buttons including a first button and a second button, the pointing device as a whole being movable with respect to the monitor screen of the computer, wherein in said receiving step, designation of instructions for pitching action of a pitcher character is accomplished by the operation of said pointing device when the game player's team is the defensive side, designation of instructions for an offensive action of a batter character is accomplished by the operation of said pointing device when the game player's team is the offensive side, a selection of bunting or hitting as said offensive action is accomplished by performing different button operations on said first button and second button, and designation of instructions for both:

alteration of height of the bat character within an area defined by an upper limit and a lower limit of the strike zone; and
an orientation of the bat character;

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is accomplished singly by the moving operation of said pointing device based on a moving amount and a moving direction of the pointing device in cases where bunting is selected as the offensive action of said batting character;

changing the height of the bat character and displaying a corresponding change in vertical positioning of the bat character within the strike zone displayed on the monitor screen according to the received instructions regarding the alteration of the height of the bat character; and

progressing a baseball game based on the input made by the game player.

14. (New) The computer readable recording medium according to claim 1, the program further comprising the step of displaying an arrow above the bat character indicating a direction of a bunt executed by said offensive action.

15. (New) The computer readable recording medium according to claim 1, the program further comprising the step of displaying the bat character moving at a speed proportional to a speed of the moving operation.

16. (New) The computer readable recording medium according to claim 12, wherein a size of the meet cursor, displayed on the monitor, varies according to the ability parameters of the batter character.

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17. (New) The computer readable recording medium according to claim 1, the program further comprising the step of displaying a small screen in an upper center screen portion displaying a side of the batter character from a viewpoint of the pitcher character.